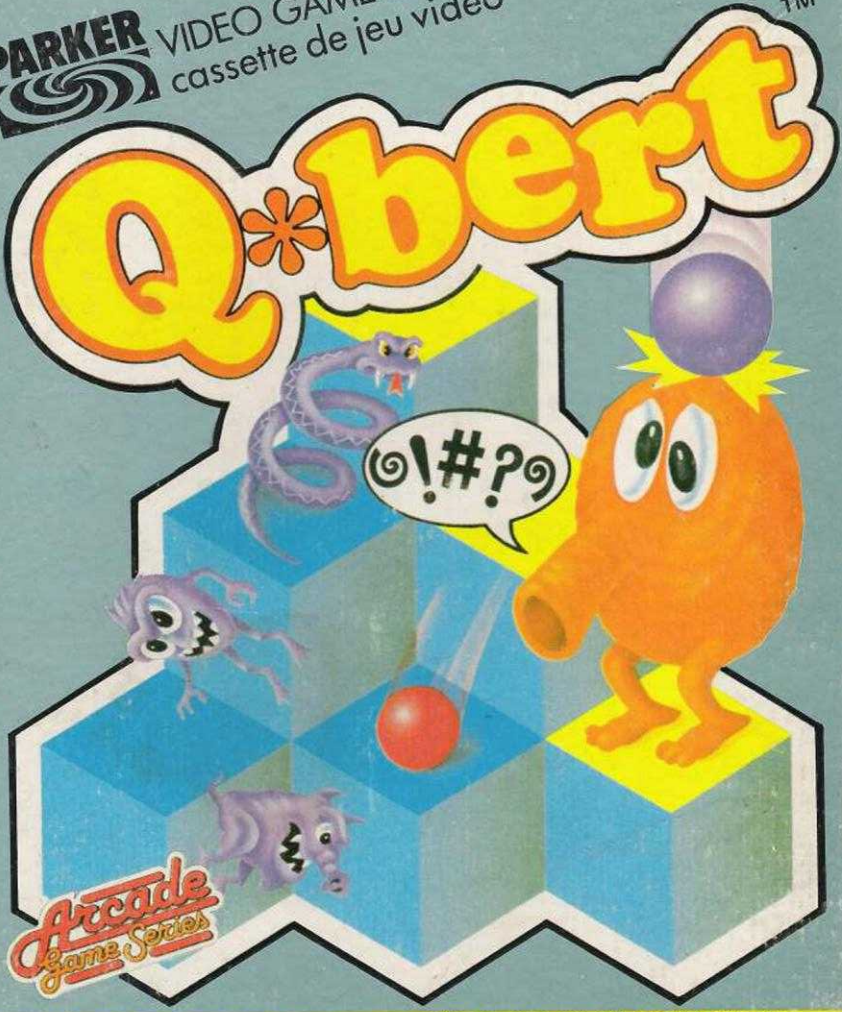
PARKER

VIDEO GAME CARTRIDGE
cassette de jeu vidéo

Q*bert™



Arcade Game Series

FOR USE WITH THE PHILIPS® VIDEOPAC® COMPUTER
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PARKER

Q*bert™

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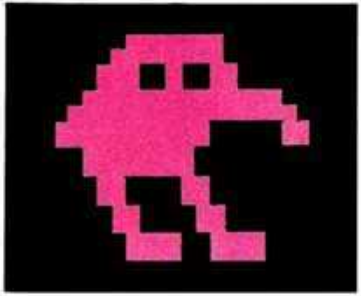

OBJECT

To score as many points as possible by changing the colour of the cubes on the pyramid from a starting colour to a destination colour. You'll do this by hopping Q*bert from cube to cube while avoiding the "nasty" characters who try to stop him. Each time you complete a pyramid, you'll procede to a new pyramid – or round. Complete as many rounds as you can. There are nine game levels in all with four rounds per level.

SETTING THE CONSOLE CONTROLS

1	Place the game cartridge into the cartridge slot.
2	Press down the POWER/RESET button.
3	You'll see a demo screen with Q*bert hopping on four cubes, showing how he reaches the destination colour for that round. When he's done, the screen changes and you're ready to begin the game.

Q*BERT - PHILIPS

Proof of Purchase
Prueba de Compra
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THE JOYSTICK

Use the joystick to hop Q*bert from cube to cube. Remember, Q*bert hops only in the diagonal directions shown.

PLAYING

You'll start the game with seven Q*berts. The first Q*bert appears on the top cube when the game starts. The number of Q*berts remaining is shown on the left of the screen.

Try to hop Q*bert onto each and every cube so that eventually the entire pyramid becomes the destination colour. The destination colour indicator is to the left of the pyramid.

Be careful not to hop Q*bert off the sides or the bottom of the pyramid. If you do, he falls and you lose that Q*bert. When this happens, the next Q*bert will appear on the top cube ready to try again to complete the pyramid.

RED BALL

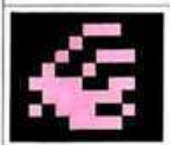
When Red Ball starts down the pyramid, get Q*bert out of its path or it will squash him! If this happens, the next Q*bert will appear on the cube where the last one was squashed.

PURPLE BALL

Poses the same kind of danger as Red Ball, except that when Purple Ball reaches the bottom of the pyramid, it hatches Coily the snake!

SLICK

Even though Slick can't catch Q*bert, he's still a very crafty fellow. He changes the cubes' colours so Q*bert's got to retrace his tracks, Q*bert can stop him, however, by running in to him.



WRONGWAY

Wrongway appears on the bottom corners of the pyramid and travels sideways and upwards, ready to jump on Q*bert. If he does, the next Q*bert will appear on the cube where the last one was jumped.

FLYING DISCS

When Q*bert's in trouble, he can board a flying disc that will whisk him off to safety at the top of the pyramid. The number of discs and their placement to the sides of the pyramid will differ depending on the game level and round.

Just make sure Q*bert boards the flying disc from the correct exit cube or else he'll fall off the pyramid.

COILY

He's the snake with the perilous pounce! The only way to get rid of Coily is to lure him off the pyramid by hopping onto a flying disc.

The best way to do this is to hop Q*bert onto the next exit cube. (There is only one correct exit cube for each flying disc.) Then, as soon as Coily approaches the exit cube, hop Q*bert aboard the flying disc. Q*bert flies off to safety at the top of the pyramid while Coily falls into space.

GREEN BALL

Green Ball is the other green character that can't catch Q*bert either. But if Q*bert catches Green Ball, all the characters except Q*bert freeze for a moment and Q*bert can continue to hop and change the colour of the cubes.

END OF GAME

The game ends when you run out of Q*berts. After a brief pause the game restarts at Level 1, Round 1.

To select a different level press RESET.

SCORING

Q*bert changes the colour of a cube	1 POINT
Q*bert lures Coily off the pyramid	25 POINTS
Bonus points	50 POINTS for completing each round
EACH TIME YOU SCORE 300 POINTS YOU GET AN EXTRA Q*BERT.	

High score for games played appears at the bottom lefthand side of the screen. As soon as you beat the high score, you may enter your name. It will appear where you see the question marks. High score resets to zero when the unit is turned off or when the RESET button is pressed.

IN CASE OF DIFFICULTY USING THIS PRODUCT, PLEASE CONTACT YOUR NEAREST CONSUMER RESPONSE DEPARTMENT.

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Q*bert

Q-bert springs to life with all the adventure of the popular arcade!

Colourful graphics and arcade-like sounds accompany the game's lively action. Hop Q-bert up and down the steps of a 'three-dimensional' pyramid, changing each step's colour as he lands. Complete the entire pyramid, and Q-bert moves to a more challenging pyramid.

But look out! The crafty arcade creatures are here, too, and they're after Q-bert. Hop out of danger fast – or soar to safety on a Flying Disc. But watch where you move Q-bert. One hop off the pyramid, and he'll be lost in space!

Q-bert – the lovable arcade character in this lively action and adventure game.

Q-bert se met à vivre et vous entraîne dans des aventures dignes d'un parc d'attractions! Le jeu animé est accompagné de dessins amusants et de sons rappelant ceux des jeux d'arcade. Faites monter et descendre Q-bert le long d'une pyramide à trois dimensions et les marches sur lesquelles il atterrit changeront de couleur. Lorsque la pyramide toute entière a changé de couleur, Q-bert passe à une autre pyramide plus difficile à colorier que la précédente.

Mais prenez garde! Il y a des créatures rusées à la poursuite de Q-bert! Écartez-le sans tarder ou faites-le sauter sur l'un des disques volants. Mais attention aux faux pas! Si Q-bert tombe de la pyramide, il s'écrase dans l'espace! Q-bert – un personnage adorable et un jeu d'aventure passionnant et animé.

Mit Q-bert, dem herzigen Rüsseltyp, können Sie alle Abenteuer des beliebten Spielhallen-Spiels nacherleben!

Seine Aufgabe ist es, Stufe um Stufe von einer dreidimensionalen Pyramide herunterzuhüpfen und so die einzelnen Felder der Pyramide in eine Zielfarbe umzufärben. Aber geben Sie acht! Die Bösewichte Sam, rote, lila und grüne Kugel und die Schlange Coily wollen Q-bert an seinem Vorhaben hindern. Da hilft manchmal nur ein beherzter Sprung auf die rettende Scheibe. Gelingt es Q-bert, die ganze Pyramide umzufärben, so geht es weiter zur nächsten Runde, die natürlich etwas mehr Geschick erfordert.

Hüpfen Sie mit Q-bert ins Video Spiele Vergnügen!

Molto popolare nella sale giochi: il vivacissimo Q-bert. Vividi effetti grafici e motivi musicali tipo sala giochi accompagnano l'azione vivace del gioco. Fa saltare Q-bert sue e giù sui gradini della piramide tri-dimensionale, perché cambi il colore di ogni cubo su cui atterri. Completa tutta la piramide e Q-bert dovrà affrontarne un'altra più difficile.

Però ta attenzione! Ci sono dei personaggi astuti anche in questo gioco; essi tendono l'agguato a Q-bert. Fallo saltare via dal pericolo in fretta, oppure portalo in salvo su un Disco Volante. Ma bada alla direzione in cui lo muovi: un salto fuori dalla piramide significa che lo perderai nello spazio!

Q-bert è il simpatico personaggio della sala giochi, che vedrai in azione in questo gioco movimentato e avventuroso.

Q-bert salta en su pirámide con toda la emoción y desafío que ofrecen las máquinas de juegos!

Todas las vividas imagenes y sonidos de las máquinas de jeugo se reproducen al ir avanzando en la partida. Haz saltar a Q-bert, arriba y abajo por los escalones de una pirámide tridimensional, cambiando el color de cada escalón al saltar. Completa la pirámide entera, y Q-bert se trasladará a otra pirámide más difícil de vencer.

Pero ten cuidado! Todas las astutas criaturas están también aqui, persiguiendo a Q-bert. Brinca para salir del peligro, o sal disparado hacia la seguridad montando sobre un disco volador. Vigila los saltos de Q-bert. Si da un paso fuera de la pirámide se perderá en el espacio!

Q-bert es la simpático personaje de las máquinas de salón en éste emocionante juego de acción y aventuras.

Q-bert komt tot leven en beleeft alle avonturen net als in het populaire speelhalspel. Kleurige beelden en grappige geluiden begeleiden dit spel. Laat Q-bert op en neer over de treden van de pyramide springen, waarbij elke trede waarop hij terecht komt van kleur verandert.

Laat de hele pyramide van kleur veranderen, daarna gaat Q-bert naar de volgende pyramide die weer een nieuwe uitdaging vormt.

Maar pas op! Q-bert wordt achterna gezeten door slimme vreemde wezens. Spring snel van het gevaar vandaan – of stijg op naar veiliger oorden, op een vliegende schotel. Maar kijk uit welke richting je Q-bert op stuurt. Één sprong van de pyramide af . . . en Q-bert is verloren. Q-bert – de grappige hoofdpersoon van dit levendige spel van actie en avontuur.

A video game cartridge from PARKER For the PHILIPS® VIDEOPAC® Computer